COSMERE® ROLEPLAYING GAME

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Agent (Investigator)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
1	13	2

HEALTH MAXIMUM	CURRENT	DEFLECT
11		0

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
3	16	3

FOCUS MAXIMUM	CURRENT
5	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
2	13	1

INVESTITURE MAXIMUM	CURRENT

2	AGILITY (SPD)	○○○○○
1	ATHLETICS (STR)	○○○○○
1	HEAVY WEAPONRY (STR)	○○○○○
3	LIGHT WEAPONRY (SPD)	●○○○○
2	STEALTH (SPD)	○○○○○
2	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

3	CRAFTING (INT)	○○○○○
5	DEDUCTION (INT)	●●○○○
3	DISCIPLINE (WIL)	○○○○○
3	INTIMIDATION (WIL)	○○○○○
3	LORE (INT)	○○○○○
3	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

1	DECEPTION (PRE)	○○○○○
4	INSIGHT (AWA)	●●○○○
1	LEADERSHIP (PRE)	○○○○○
2	PERCEPTION (AWA)	○○○○○
1	PERSUASION (PRE)	○○○○○
2	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
200 lb.	25 ft.	1d8	10 ft.

CONDITIONS & INJURIES

WEAPONS

Staff - Melee, Two-Handed
+3 vs. Physical (1d6 + 3 impact damage)
- *Discreet: Gain an advantage to conceal*
- *Defensive: Brace without cover*

EXPERTISES

[Cultural] Azish: You speak this language, and you know basic facts and can make tests to recall obscure information about this culture.

[Utility] Azish Legal Codes, Essay Writing, Literature: You automatically succeed on basic tests related to this expertise and can make difficult tests others couldn't even attempt.

TALENTS

OPPORTUNIST
Once per round, when you roll a plot die, you can reroll that result. The original roll has no effect, and you must use the new result.

GET 'EM TALKING (▶▶)
Spend 1 focus to test Deduction vs. Spiritual against a character you can influence. On a success, learn their motivation, and until the end of the scene, you raise the stakes when you make a test to leverage this motivation against them.

STORMLIGHT™
CAMPAIGN SETTING

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INTELLECT	DEFENSE	WILLPOWER
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SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
2	13	1

CHARACTER APPEARANCE

ARMOR & EQUIPMENT

Azish Constable Uniform - *Presentable: This armor doesn't impose a disadvantage on tests in non-military conversation scenes.*

Staff

Academic Kit
- Backpack
- Common clothing
- Ink Pen
- Bottle of ink
- Sheet of paper ×10
- Empty vial ×3
- Block of wax
- Reference book on International Legal

Codes: When you have time to reference this book, you count as having its utility expertise.
- Poison (weak, 1 dose): ► *to apply to food, liquid, container, weapon, ammunition. Target must succeed on a DC 12 Athletics test or take 1d6 vital damage.*

MARKS 19

PURPOSE

OBSTACLE

GOALS

- ○○○
- ○○○
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- ○○○
- ○○○
- ○○○
- ○○○
- ○○○

OTHER TALENTS & ABILITIES

EXPERTISES (continued)
[Cultural] Underworld: You can get in touch with the criminal underworld, understand underworld codes, and find buyers for stolen goods.
[Weapon] Staff: You can benefit from this weapon's expert traits (included).

NOTES

Azish constables regularly travel across Azir to enforce the law. They are authorized to determine innocence and guilt, though corruption or callousness can result in grave injustice. Regional assignments cycle throughout Azir, punctuated by mandatory trips to designated hubs to receive education on the latest legislation. On rare occasions, constables are sent to other member states in the Azish Empire on matters of great importance.

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Intimidation and 1 rank in Perception (increasing the modifiers by 1)
- The Watchful Eye talent

CONNECTIONS